

SEGA™

# ZAXXON'S MOTHERBASE 2000

32X™

GENESIS

INSTRUCTION MANUAL



KIDS TO ADULTS



AGES 6+

## EPILEPSY WARNING

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

### HANDLING YOUR CARTRIDGE

- A Sega Genesis 32X™ cartridge is intended for use exclusively on the Sega Genesis 32X system.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Genesis 32X cartridge.

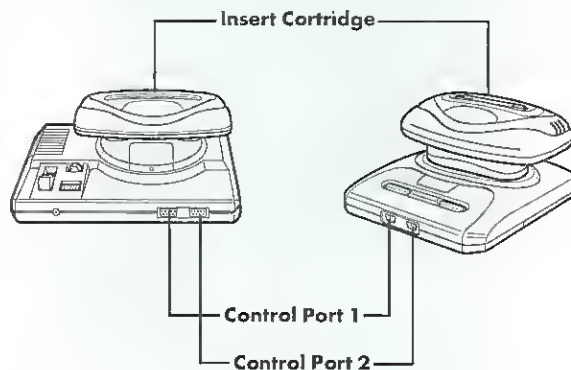
**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

We use recycled paper.

## Starting Up

1. Set up your Genesis 32X system as described in its instruction manual. Plug in Control Pad 1 and 2.
2. Make sure the power switch is OFF. Then insert the *Zaxxon's Motherbase 2000* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the power switch ON. In a few moments, you'll see the Sega logo screen.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



**Note:** This game is for 1 or 2 players.

## Contents

Mission: "Motherbase 2000" .....	3
Take Control .....	4
Getting Started .....	5
Mode Select .....	5
Options Screen .....	6
Destroy the Enemy Computer! .....	7
Ship Types .....	8
Powering Up Couriers .....	10
Hacking and Learning .....	10
Game Screen .....	11
Clearing a Stage .....	12
To Be Continued .....	13
2P VS. Mode .....	13
Report from Hive Headquarters .....	14



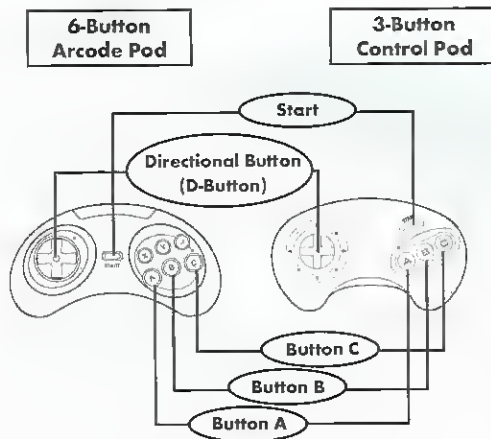
## Mission: "Motherbase 2000"

The Hive Confederation was once a peaceful, thriving planetary system comprised of intelligent insectoid races. After fifty years of harmony, the Ginglii, one of the most powerful Hive clans, have separated from the Hive and have assembled a central computer capable of massive destruction. Using the computer to coordinate weapons production, the Ginglii have overtaken several of the planets and have enslaved many of the Hive insectoid races. The Confederation is facing total extinction.

To combat the Ginglii invasion, a small rebel force has embarked on one last mission to free the Ginglii slave colonies and to destroy the Ginglii homeworld central computer. This mission, code-named "Motherbase 2000," must succeed or the Ginglii will gain total control of the Hive. The Stinger is the only ship that can penetrate the defense forces of the Ginglii central computer. Your piloting expertise and ability to learn Ginglii weaponry will determine the fate of the Hive.



## Take Control



<b>Start</b>	<ul style="list-style-type: none"> <li>• Exits pre-game screens</li> <li>• Pauses game; resumes play when paused</li> </ul>
<b>D-Button</b>	<ul style="list-style-type: none"> <li>• Moves ship/courier around screen</li> <li>• Sets options on the Options screen</li> </ul>
<b>Button A</b>	• Fires Main Shot*
<b>Button B</b>	• Makes Stinger Jump*
<b>Button C</b>	• Fires Sub-Shot*

\* These are the default settings. To change button functions, see page 7.

## Getting Started



After the Sega logo, the *Zaxxon's Motherbase 2000* Title screen appears. Press Start to bring up the Mode Select screen, or wait and watch the game intro and game demo. Press Start at any time to bring up the Title screen.

## Mode Select



Select from one of three options:

### GAME START

Fight your way to the Ginglii central computer in mission "Motherbase 2000."

### 2P VS

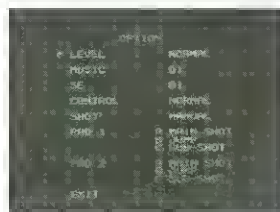
Strap into a fighter and battle a friend. First to lose all five ships is defeated in this gunfight mode.

### OPTIONS

Change features of the game.

Highlight a mode by pressing the D-Button UP or DOWN, then press Button A, B or C or Start to select.

## Options Screen



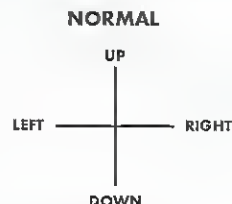
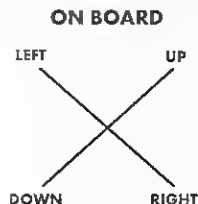
To highlight an option, press the D-Button UP or DOWN. Press the D-Button LEFT or RIGHT to change the option. When finished, press Button A or C when EXIT is highlighted, or Start at any time, to return to the Title screen.

**LEVEL** Highlight LEVEL to select the difficulty level of the game. Select from EASY, NORMAL and HARD.

**MUSIC** Listen to the music tracks used in Motherbase. Press Button A or C to start a track, and Button B to stop.

**SE** Do the same for SE as you would for MUSIC to listen to the game's sound effects.

**CONTROL** Select either NORMAL or ON BOARD. Use the diagrams below to help you decide which directions you would like the D-Button to follow during game play.



**SHOT** Select AUTO for semi-automatic fire, or MANUAL to fire one round each time you press the Fire Button.

**PAD 1** Use this option to change the functions of the buttons on your Control Pad. Change the buttons for the ship's MAINSHOT (M), JUMP (J), and SUB-SHOT (S) features. Select from six different choices.

Button \ Choices	1*	2	3	4	5	6
Button A	M	M	J	J	S	S
Button B	J	S	M	S	M	J
Button C	S	J	S	M	J	M

\* This is the default setting. Press the D-Button RIGHT once to bring up Configuration 2, again to bring up Configuration 3, etc.

**PAD 2** Set the functions of the buttons for Pad 2 as you would for Pad 1.

## Destroy the Enemy Computer!



Your mission starts on an attacked Hive starship located near Ginglii space. You start out in a Pincer courier, and you can change to the Beetle courier or fight with just the standard Stinger fighter if desired (see the next page for an explanation of ship types).



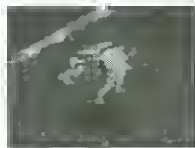
If the ship you are using takes too much damage, it explodes and you lose it. You might be able to save the Stinger by jumping out of a courier before the courier explodes (see page 10).

When you lose all of your ships, the game ends (see page 13).

After you lose a ship, you start with the next one on the same level in a Stinger fighter. The Hive will try to send you couriers (special ships which the Stinger can dock in).

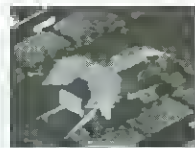
## Ship Types

**Model Type:** 924 Stinger  
**Move Speed:** Average  
**Armor:** Light  
**Main Shot:** Light Cannon  
**Sub-shot:** None



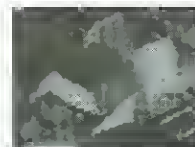
Your fighter can dock in any of the couriers. The Stinger can be an effective weapon by itself; however, docking in other ships and using them increases your chances of completing the mission.

**Model Type:** Pincer 24-H  
**Move Speed:** Slow  
**Armor:** Heavy  
**Main Shot:** Heavy Cannon  
**Sub-shot:** Heat-seeking Ripper Missiles



The Pincer is the largest of the Hive ships. Its heavy cannon is capable of destroying most enemies with just a few shots. Rely on the missiles to attack enemies to the sides. The Pincer is slow, but its armor can withstand several hits.

**Model Type:** Beetle 16-B  
**Move Speed:** Slow  
**Armor:** Heavy  
**Main Shot:** Type 12 Cannon  
**Sub-shot:** Plosmo Mines



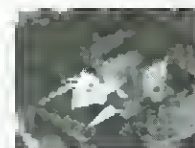
This is another courier that, like the Pincer, can take several hits before exploding. The Beetle's Sub-shot is used for attacking enemies to the front port and front starboard.

**Model Type:** R95 Montis  
**Move Speed:** Average  
**Armor:** Average  
**Main Shot:** Twin Heavy Lasers  
**Sub-shot:** Air-to-air Spitter Missiles



The strength and quick firing rate of the lasers and missiles of this ship make it useful for attacking larger targets. The Mantis fights best at a distance from enemy targets.

**Model Type:** T159 Wosp  
**Move Speed:** Fast  
**Armor:** Light  
**Main Shot:** Medium Loser  
**Sub-shot:** Heat-seeking Needle Missiles



Speed is the main asset of this fighter. It can move faster than any of the other Hive ships. The laser is similar to the Mantis' laser, but isn't as powerful.

## Powering Up Couriers

When a courier is sent to you from the Hive, all you need to do is move your Stinger near the courier, press the Jump Button, and direct your Stinger with the D-Pad to land directly on top of the courier.

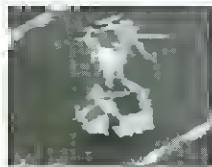


If the courier takes damage, and appears ready to explode (indicated by the flashing red status bar at the top of the screen) you can still get the Stinger safely off the courier before it explodes by pressing the Jump Button.

If the Hive sends you a courier while you are using another one, you can change couriers as described on the previous page. But a new courier is not necessarily a better one. You need to decide which one you think is better for the situation.

## Hacking and Learning

The Ginglii do not realize that Hive Intelligence has uncovered some very useful information about the Ginglii defense—your Stinger can dock in some of the Ginglii ships just like your own couriers! Turn the Ginglii's very own weapons against them! Experiment to find out which ships your Stinger can dock in.



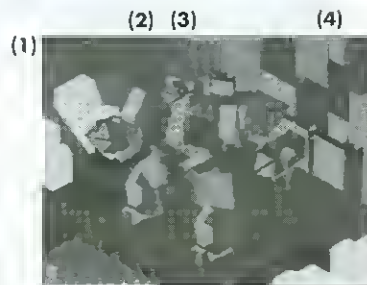
Attempt to dock in a Ginglii vessel as you would a courier. Each time you do this successfully, you are awarded Hacking bonus points.

In addition, you are awarded Learning bonus points if you can pilot the ship at least until the second electric current appears between your docked Stinger and a

Ginglii craft. Your on-board computer chimes "Ready!" when the electric current appears.

**Note:** Points are awarded for each vessel you enter and pilot, not for each ship type. Bonus points are given to you when you complete a stage (see *Clearing a Stage*, next page).

## Game Screen



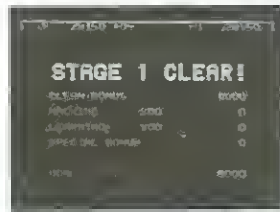
- |                            |  |
|----------------------------|--|
| (1) <b>Status Bar</b>      | Flashes red when your ship is about to explode.  |
| (2) <b>Points</b>          | Your current score.  |
| (3) <b>Ships Remaining</b> | The number of Stingers you have left before the Continue screen or the Game Over screen appears. |
| (4) <b>High Score</b>      | The game's current high score (until the game is turned off).                                    |

For Game Play Assistance, call  
1-415-591-PLAY.

For French Instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342

## Clearing a Stage

This screen appears each time you complete a stage of your mission.



### Clear Bonus

Bonus you are awarded for completing the stage.

### Hacking

The more enemy ships you dock in with your Stinger, the higher this score.

### Learning

The more secret weapons of the enemy ships you learn to fire, the more points you are given.

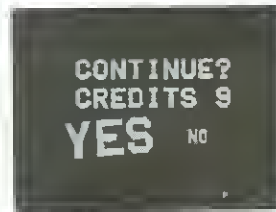
### Special Bonus

Discover how to get this huge bonus.

### Bonus Total

Total bonus you are awarded for completing the stage.

## To Be Continued...



After you lose your last ship and have Continues remaining, the Continue screen appears.

Press the D-Button LEFT or RIGHT to highlight YES or NO. Press Button A, B or C or Start to select.

If you don't have any Continues remaining, the game is over and the Sega logo appears.

## 2P VS. Mode



Show your friend who's the best Stinger pilot in this 2-player shootout.

The goal of the game is simple: shoot your opponent's Stinger first before he or she shoots you. Each player has five ships. The player who destroys the opponent's ship five times wins. Yet doing this might not be so easy.

Choose the location where you will fight. Press the D-Button LEFT or RIGHT, and press Button A, B or C or Start to select one of the four different maps.



In addition to dodging enemy fire, you'll need to avoid falling trees, crawling space slugs and other such obstacles. If one player's ship is destroyed by an obstacle, the opponent gets credit for the hit. The game ends in a draw if both players are on their last ship and both ships are destroyed simultaneously.

After one pilot is declared the winner, the Retry screen appears. Press the D-Button LEFT or RIGHT to highlight YES or NO, and press Button A or C or Start to select.

Note: The direction your ship moves when the D-Button is pressed can be changed (see the Options screen, page 6).

## Report from Hive Headquarters

- When first learning to play, fight with the enemies from a distance. Letting them come to you helps you understand each enemy's flight pattern and will help prevent unwanted surprises.
- Experiment with all of the couriers. Some are definitely more useful in certain situations than others. However, just because the Hive sends you a new courier doesn't mean it is more useful than the one you are currently using.
- Many obstacles in the game can be destroyed or knocked over. Fire away to see which are affected by your weapons, and which are not.

## Confederation Heroes

[illegible]

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### **Special Thanks**

*Eric Smith*

*Christine Bertoglio*

## **Limited Warranty**

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 32X cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### **Repairs after Expiration of Warranty**

If your Sega Genesis 32X cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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